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**41** Persistent storage for a workflow tool implemented in Smalltalk 77%

Bob Beck , Steve Hartley

**ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications** October 1994

Volume 29 Issue 10

This paper describes a new workflow model and its implementation in Smalltalk. The paper also details problems with using a RDBMS as the persistent store for the workflow tool and the subsequent experiences in using an ODBMS for this purpose. The final solution was a coexistence approach, using the RDBMS for legacy corporate data and the ODBMS for the process description and workflow status data.

**42** Algebraic geometry and group theory in geometric constraint 77%

satisfaction

Oscar E. Ruiz S. , Placid M. Ferreira

**Proceedings of the international symposium on Symbolic and algebraic computation** August 1994

The determination of a set of geometric entities that satisfy a series of geometric relations (constraints) constitutes the Geometric Constraint Satisfaction or Scene Feasibility (GCS/SF) problem. This problem appears in different forms in Assembly Planning, Constraint Driven Design, Computer Vision, etc. Its solution is related to the existence of roots to systems of polynomial equations. Previous attempts using exclusively numerical (geometry) or symbolic (topology) solutions for this pro ...

**43** Scibase: an object-oriented scientific database for cell physiology 77%

research

Yi-Wen Guu , Geneva G. Belford

**Proceedings of the 1993 ACM/SIGAPP symposium on Applied computing: states of the art and practice** March 1993

**44** Incomplete object—a data model for design and planning applications 77%



Tomasz Imielinski , Shamim Naqvi , Kumar Vadaparty

**ACM SIGMOD Record , Proceedings of the 1991 ACM SIGMOD international conference on Management of data April 1991**

Volume 20 Issue 2

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- 1** On a system of understanding illustrative diagrams in an assembly 94%



Shoujie He , Norihiro Abe , Tadahiro Kitahashi

**Proceedings of the third international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 1** June 1990

This paper presents a system of understanding illustrations in an assembly manual. The system will be applied to a robot specialized to assemble machines automatically. In an assembly manual, illustrations are usually drawn following the order of assembling operations. Sometimes, in an illustration only one assembly relation is shown. At other times, more than one assembly relations are shown in an illustration. Nevertheless, a new "structure" can always be generated from an ill ...

- 2** CAD on the World Wide Web: virtual assembly of furniture with BEAVER 85%



Mathias Nousch , Bernhard Jung

**Proceedings of the fourth symposium on Virtual reality modeling language**

February 1999

- 3** Using a prototype-based language for user interface: the Newton 80%



Walter R. Smith

**ACM SIGPLAN Notices , Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications** October 1995

Volume 30 Issue 10

Object-oriented user interface frameworks are usually implemented in a class-based language. We chose instead to develop a prototype-based language, NewtonScript, for this purpose. We found that prototype inheritance has compelling advantages over classes in the domain of user interface programming, and can help overcome the memory constraints of a small machine.

**4 A view of a user-oriented production test data generation system**

 Peter S. Bottorff , Robert A. Rasmussen

**Proceedings of the June 1970 design automation workshop on Design automation** June 1970

Present methods of production test data generation for dense logic circuit packages are costly and time-consuming. Necessary human intervention can be performed only between batch computer runs. Speed and cost improvements can be made with a system that provides the user with real-time information on the consequences of his decisions. This paper presents design considerations for a system which meets this need.

**5 Parallelizing OODBMS traversals: a performance evaluation**

77%

 David J. De Witt , Jeffrey F. Naughton , John C. Shafer , Shivakumar Venkataraman  
**The VLDB Journal — The International Journal on Very Large Data Bases** January 1996

Volume 5 Issue 1

In this paper we describe the design and implementation of *ParSets*, a means of exploiting parallelism in the SHORE OODBMS. We used ParSets to parallelize the graph traversal portion of the OO7 OODBMS benchmark, and present speedup and scaleup results from parallel SHORE running these traversals on a cluster of commodity workstations connected by a standard ethernet. For some OO7 traversals, SHORE achieved excellent speedup and scaleup; for other OO7 traversals, only marginal speedup and s ...

**6 Garbage collection in object-oriented databases using transactional**

77%

 cyclic reference counting

P. Roy , S. Seshadri , A. Silberschatz , S. Sudarshan , S. Ashwin

**The VLDB Journal — The International Journal on Very Large Data Bases** August 1998

Volume 7 Issue 3

Garbage collection is important in object-oriented databases to free the programmer from explicitly deallocating memory. In this paper, we present a garbage collection algorithm, called Transactional Cyclic Reference Counting (TCRC), for object-oriented databases. The algorithm is based on a variant of a reference-counting algorithm proposed for functional programming languages. The algorithm keeps track of auxiliary reference count information to detect and collect cyclic garbage. The algorithm ...

**7 Session G: Image-based methods: Development of a real time image**

77%

 based object recognition method for mobile AR-devices

Juergen Gausemeier , Juergen Fruend , Carsten Matysczok , Beat Bruederlin , David Beier  
**Proceedings of the 2nd international conference on Computer graphics, virtual Reality, visualisation and interaction in Africa** February 2003

In this paper we describe an image based object recognition and tracking method for mobile AR-devices and the correlative process to generate the required data. The object recognition and tracking base on the 3D-geometries of the related objects. Correspondings between live camera images and 3D-models are generated and used to determine the location and orientation of objects in the current scene. The required data for the object recognition is generated from common 3D-CAD-files using a dedicate ...

**8 Do visualizations improve program comprehensibility? experiments with**

77%

 control structure diagrams for Java

T. Dean Hendrix , James H. Cross , Saeed Maghsoodloo , Matthew L. McKinney

**ACM SIGCSE Bulletin , Proceedings of the thirty-first SIGCSE technical symposium on Computer science education March 2000**

Volume 32 Issue 1

Recently, the first in a series of planned comprehension experiments was performed to measure the effect of the control structure diagram (CSD) on program comprehensibility. Upper-division computer science students were asked to respond to questions regarding the structure and execution of a source code module written in Java. Statistical analysis of the data collected from this experiment revealed that the CSD was highly significant in enhancing the subjects' performance in this program co ...

**9 Semantic video indexing: approach and issues**

77%



Arun Hampapur

**ACM SIGMOD Record March 1999**

Volume 28 Issue 1

Providing concept level access to video data requires, video management systems tailored to the domain of the data. Effective indexing and retrieval for high-level access mandates the use of domain knowledge. This paper proposes an approach based on the use of knowledge models to building domain specific video information systems. The key issues in such systems are identified and discussed.

**10 Potentials and limitations of pen-based computers**

77%



Takayuki Dan Kimura , Wayne Citrin , Dan Halbert , Carl Hewitt , Norm Meyrowitz , Ben Shneiderman

**Proceedings of the 1993 ACM conference on Computer science March 1993**

There are four possible genres of input devices that can be attached to personal workstations; keyboard, mouse, pen, and voice. For investigating potentials and limitations of pen-based computers, we propose to compare those four categories as different types of man-machine communication channel. Even though arrow keys allow a limited scope of 2D capability in keyboard usage, the primary use of a keyboard is typing. Typing generates a linear sequence of discrete characters. The m ...

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